

# 100 Despair Rolls

Roll	Despair
01 – 10	Weapon runs out of ammo.
11 – 20	Environmental change resulting in a setback die/dice, e.g. Lights goes out, a sudden sandstorm, loss of gravity, an earthquake, Smoke.
21 – 30	Add a single minion to the battle.
31 – 40	PC falls over and drops weapon, weapon falls at the feet of an enemy out of their reach.
41 – 50	Weapon misfires, ammo needs to be replace, weapon takes damage (Sunder 1)
51 – 60	Add a new minion group to the combat
61 – 65	Extreme environmental change resulting in damage to the players (check resilience to negate/mitigate the effect), e.g. An explosion, a sudden fire, a cave-in, platform/building collapsing, sudden decompression of a ship's atmosphere.
66 – 70	A new faction arrives, e.g. Police, Imperials, CorSec etc. creating a three way battle.
71 – 80	A path or way forward/retreat for the PCs becomes blocked, e.g. Turbolift breaks, bridge collapses, doors are shut.
81 – 90	Weapon breaks and will needs to be repaired, weapon also takes damage (Sunder 3)
91 – 99	Add a new Rival level NPC to combat.
100/00	Roll twice and combine the results.